ToyViewer   *Ver.1.2 (Nov. 1995)*

Abstract

1. ToyViewer.app can read and display image files in following formats:
   tiff, eps, gif, bmp, pcx, **jpg, pcd, pnm** (ppm, pbm, or pgm)**,** and **mag**.
2. Displayed images can be scaled.
3. You can rotate, flip, or clip images.
4. Images can be displayed on background of Workspace as "wallpaper".
5. ToyViewer.app can scan (auto-display) image files in a folder.
6. Displayed images can be saved in following formats:
   tiff, eps, gif, **bmp**, or **pnm**.
7. Images can be printed.
8. You can set ToyViewer.app to display any image format if there is a filter
   program to ppm.

Display of Image Files

Image formats following can be opened by double-clicking their icons:
     tiff, eps, gif, bmp, pcx, jpg, pcd, pnm, ppm, pbm, pgm, and mag.
(mag is a popular image format in Japan, especially on NEC-PCs.)
To activate ToyViewer.app by double-clicking icons, set ToyViewer.app as
default tool using Tool Inspector(cmd-3) of Workspace.

ToyViewer.app can open image files by selecting "File / Open" of the menu.

Image files can also be opened by command- dragging their icons onto the
application tile of ToyViewer.app.
Some image files would have extentions which could not be recognized by
ToyViewer.app.   For example, some CD-ROMs may have bmp-files with

other extention, or without extention.   In such cases, these files can be opened by command- dragging.

Note: There may be files that can not be displayed correctly.   If you find, send it to me...

Scaling
Specifying scale using popup-menu of each window, displayed image can be resized.

Rotate / Flip / Clip
Displayed images are rotated or flipped selecting "Operation" of the menu. New windows are opened to display rotated or flipped images.
You can select a part of the image by dragging.   Selected area can be clipped by "Operation / Clip" of the menu.   Clipped images are displayed on newly opened windows.

Wallpaper
Image in the main window can be displayed on the background of Workspace as wallpaper.
If a part of the image is selected by dragging, selected area is displayed as wallpaper.

The way to display the image is specified by menu; *Tiling*, *Brick Work*, or *Centering*.   If the image is resized in the window, resized image is displayed on the background.
"Display in Front" of the menu puts the background image in front.   To send it behind, click the menu or the image.

"Clear" of the menu takes away the background image.

When ToyViewer.app terminates, the background image also disappears.

Scan Images in a Folder
Clicking "File / Scan Folder" of the menu, you can select a folder to scan image files in it.   Image files are displayed automatically using a control panel.
Folder of image files can also be selected by command- dragging its icon onto the application tile of ToyViewer.app.
But, if there are only a few files in the folder, control panel does not appear and these files are displayed normally.
Clicking "Start" button of the panel starts auto-display, that is, image files in the folder displayed automatically at regular intervals.   "Pause" button stops auto-display, and next image file can be chosen with slider on the panel. Interval time is set by preference panel.
As new images are displayed, windows of previous images are closed automatically.   But, windows which were once miniaturized are not closed automatically.

Save Images
Displayed images can be saved in following image formats:
    tiff, eps, bmp, gif, or pnm.

When an image in one format is saved in other format, usually, size of the image is preserved.
However, when an eps image is saved in other format, or when an image is saved as eps, size of the saved image depends on the size of the image scaled on the window.

This facility would be useful to adjust resolution between eps and pixel-based formats.

Print
Displayed images can be printed.   The size of printed image is depends on the size of the image scaled on the window.